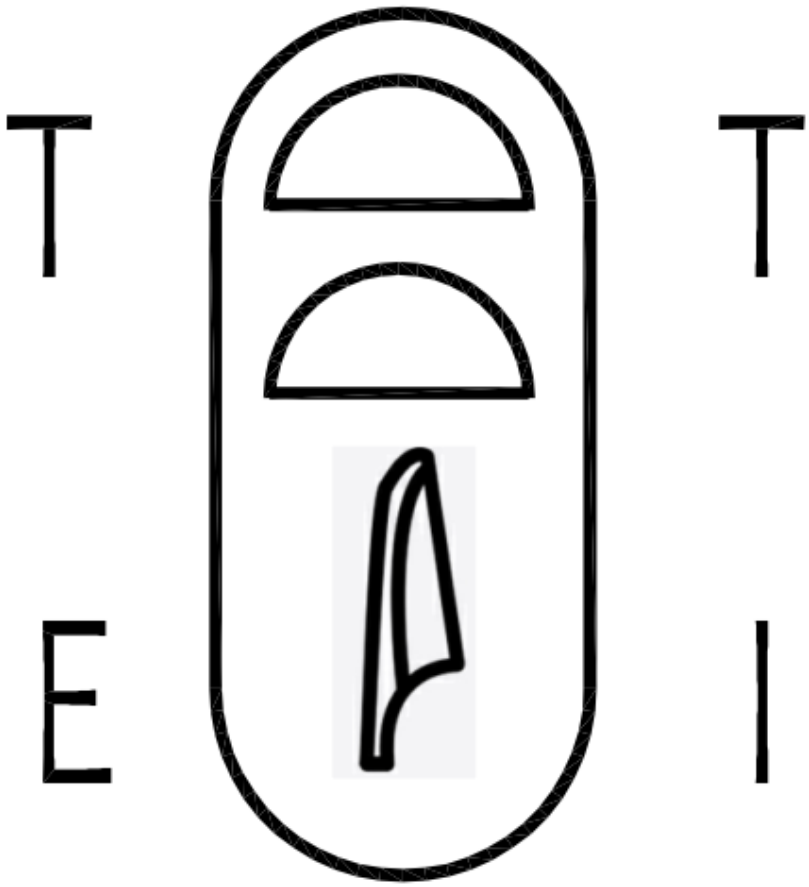


8+

2 minutes

2 players

T E T I

Contents

- 56 glyph stones (Each stone bears one of the following 6 glyphs):

Bird

Sun

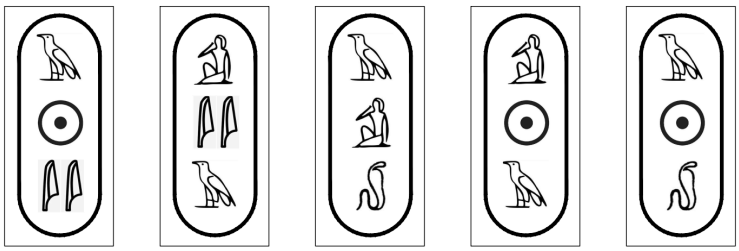
Feathers

Cobra

Man

Ankh

- 30 cartouche cards:



Objective

To complete the most number of cartouche cards by lifting glyph stones from the pyramid in the correct order.

Setting up

Empty all the stones from the bag into a pile and remove any one stone from the game, except the ankh stone. Build the pyramid as shown in illustration 1, with no regard to the order in which the stones are placed. The stones must be placed with the glyphs facing up.

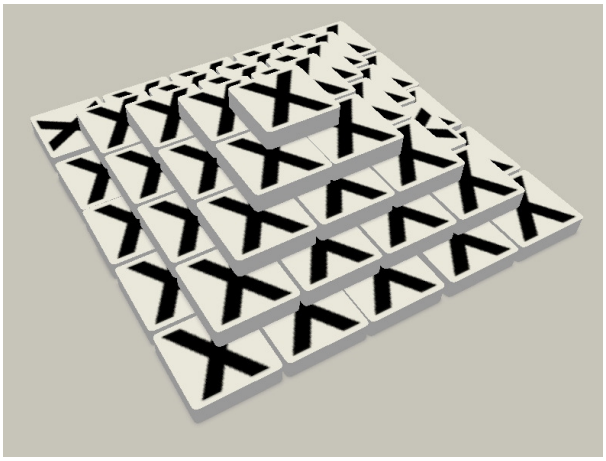


Illustration 1 - Starting Pyramid (X representing any random glyph).

Deal the cards into 2 face-down decks. There is one deck for each player, you should place your deck within reach.

How to Play

One player must announce "Ready" to which the second player will respond "Draw!" then you both must simultaneously draw the first card from your deck and place it on the table in front of you so that the cartouche is clearly visible to both you and your opponent.

You will then compare your cartouche with the pyramid to see if you are free to start lifting stones.

You may lift 3 stones that bear the glyphs that are on your cartouche. These stones must be lifted in the order the glyphs are shown in the cartouche, reading it either from top to bottom or bottom to top.

The ankh stone is wild and can be lifted instead of any other glyph.

A stone can only ever be lifted from the pyramid if it has no stones on top of it and has at least one side edge that is not directly adjacent to another stone, as described in the example below.

Illustration 2 - At this point Bird, Feathers, Cobra and Sun stones can be lifted. A cartouche such as Sun/Cobra/Man cannot be completed at this point because a Man stone cannot be lifted until after a Feathers or Bird stone. A cartouche such as Man/Bird/Sun can be completed because you can lift the Sun stone, then after lifting the Bird stone the Man stone will be accessible.

There are no turns in TETI, so you do not have to wait for your turn to lift stones.

When you have lifted your three stones, stack them face up, on top of your now completed cartouche.

You may try to complete any uncompleted cartouches in front of you.

If all your own cartouches have been completed then you must call "Draw!" At the call of "Draw!" you and your opponent both draw new cards from your decks and immediately place them face up, alongside your other drawn cards.

You may also lift stones to complete one of your opponents cartouches. You must stack those stones glyph side down onto their cartouche, thus marking it as your move.

If both you and your opponent have only unachievable cards in your hands one player must announce "I'm Stuck!" to which the second player must respond "Draw!" you then both draw another card from your deck and immediately place it face up, alongside your other drawn cards.

You cannot replace any stone back onto the pyramid once you have lifted it and you cannot hold more than three stones in your hand. This means you might get thwarted during a move and find you cannot complete your cartouche. At this point you can either wait for the next stone that you require to become available or stack the stone/s in your hand face down onto any one of your own cartouches.

How the game ends

When there are less than three different glyph types remaining in the pyramid the game is over.

Determining the Winner

The winner is the player with the most completed cartouche cards. Cartouches which have face down stones stacked upon them, do not count towards anyone's score.

In the event that both players have scored the same number of completed cartouches, the player who has the ankh stone within their stacks (face up or face down) is the loser.

In the unlikely event that the score is tied and the ankh stone remains in the pyramid the game is a draw and must be replayed within the current lunar cycle.